**Coding Challenge**

The Marvel Comics API allows developers to access information about Marvel's vast library of

comics.

We want you to use the Marvel API (see http://developer.marvel.com/) to build a **Characters API**:

**Part One:**

1. Serve an endpoint **/characters** that returns all the Marvel character ids only, in a JSON

array of numbers.

a. Because Marvel API only returns max 100 records per request, you need to load all of

them beforehand with your application, and cache it in memory or file, to efficiently

serve your endpoint;

b. The request should be something like:

2. Serve an endpoint **/characters/{characterId}** that contains the real-time data from the

Marvel API **/v1/public/characters/{characterId}**, but containing only the following

information about each character: id, name, description, thumbnail

You'll need to sign up for Marvel developer API key at http://developer.marvel.com (free)

Once you have a key then the API documentation is at http://developer.marvel.com/docs

": 1009718,

, 1009144, 1010699, 1016823, 1009148, 1011334, … ]

**Part Two:**

Lets add more value to the Characters API.

3. Enable a translated version to another language of the character’s “description”.

a. Accept a query parameter with the language ISO-639-1 code: **/characters/**

**{characterId}?language={languageCode}**

b. Use any translation service of your choice, it can be an API or library, but the goal is to

execute the translations in real-time

4. Create a Swagger specification for your Characters API that can be viewed with Swagger UI

or imported to Postman

**Constraints**

" We're looking for a running server that can be accessed on **http://localhost:8080/**

" Use of third party libraries is ok; in the coding interview we'll be asking you about your choices

" The API keys / secrets should not be stored with the code.

See here: https://support.google.com/cloud/answer/6310037

**On Completion**

Also write a markdown README.md with instructions on how to:

" Install any dependencies, files or environment variables your code requires